

INSTRUCTION MANUAL

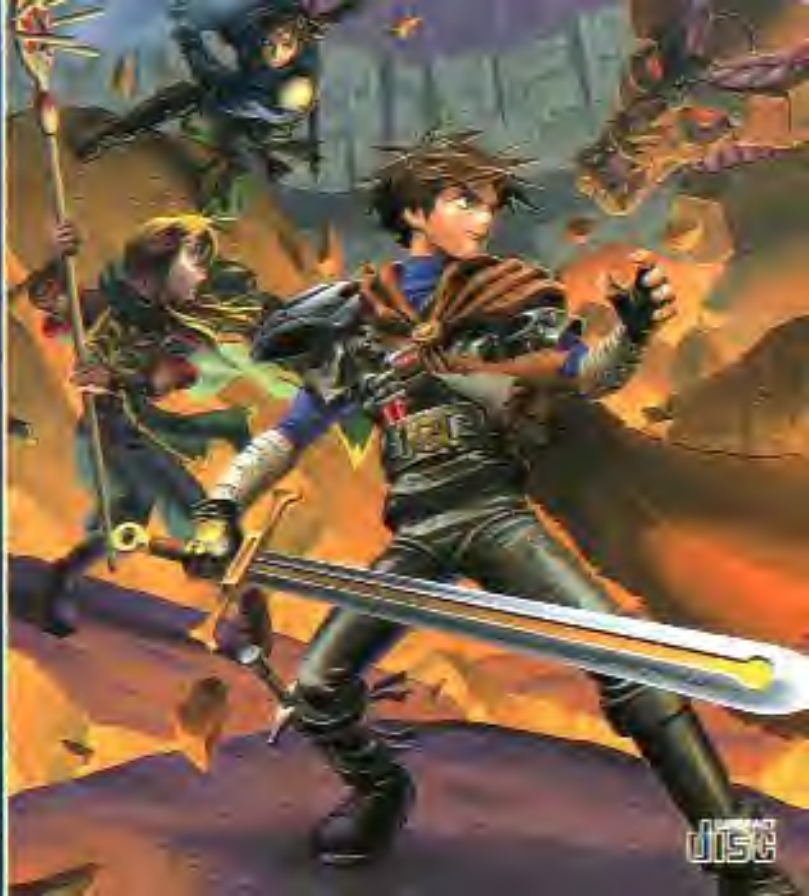
# Shining the HOLY ARK



TM

# SEGA SATURN

TM



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## Spinning the Threads of Destiny

Long ago, the kingdom of Enrich was a prosperous, blessed, rich, and precious one. But this once happy kingdom is now known only as a cursed land. The wealth and success of Enrich paved the way for a downfall, affecting kingdoms from neighboring lands and unleashing strange magic from the depths of the earth.

Some days ago, Arthur, a knight who was received an urgent summons to appear before the king in the capital city of Enrich. Bonding together with the returned conqueror, and Melody, his apprentice, Arthur set off to solve the mystery — a quest that would take him to the home of Rod. The king's men have tracked their quarry to Desna, a mountain, and watched him in an abandoned mine.

That is three days past, and Arthur, weary from a long and hard journey at the mouth of the mine. They have girded themselves for a hard fight but what could prepare them for the tricks of capricious destiny? And who could fathom the power of the seven prophetic eclipse of the sun? One prophecy echo throughout the kingdom, destined to a dark and forebodingly grim fate. Perhaps the Fates are spinning linked threads on their loom.

## Setting Forth...

An animated story sequence follows the Sega and Sonic Software Planning logos. Watch for the animation to end, or press any button while it plays to make the **Press Start Button** message appear on screen. Press Start to bring up the Start menu and enter the game.

## Game Start Options

The first time you load the game, and whenever you begin a new game, the Name Entry screen will appear. Press the D Button in any direction to highlight a character, and Button A or C to select. Press Button B to select **Backspace** to delete the previous character. Select **End of name** to finish entering your name, and begin the game. Be warned — you cannot change your character's name during play, so choose wisely.



1. If you have data saved from a previous game the **Game Data** menu appears. This menu allows you to select game data to delete, verify, or continue a saved game, or start a new game from the beginning. Press the D-Button up or down to highlight a menu item, and Button A or C to select.

2. If you select **From the Beginning**, the Name Entry screen comes up (see page 14). Afterward, the Game Data Options menu appears in the Game Menu Options menu; press the D-Button up or down to highlight Begin, Verify, or Load, and Button A to select.



## Be thou Warel

Saving Game Data is a crucial part of your playing the *Play for the Win*™. Each game file occupies 62 memory slots in your Sega Saturn's slot of RAM, in on your Sega Saturn. If you don't have enough memory available to save game data, a message appears (see item before you start your game), warning you that you will not be able to save new game data. Access the Sega Saturn Memory Manager; when erase unneeded data slots a free playing play (see your Sega Saturn Instruction Manual for details). For a full explanation of how to save game data during play, see page 57.

## The Control Pad

There are three main control environments in the game: 3D Motion, Options Menu, and World Map. The Button Commands for each environment are shown below.

BUTTON NAME	3D MOTION
1 D-Button	Move (See Note 1)
2 Start	Bring up Game menu
3 Button A	Bring up Options menu
4 Button B	(See Note 2)
5 Button C	Check or Talk
6 Button X	Look left and right
7 Button Y	Look left and right
8 Button Z	Look straight ahead
9 Button L	Select place (See Note 3)
10 Button R	Select place (See Note 3)



## OPTIONS MENU

- |                        |                     |
|------------------------|---------------------|
| 1 Highlight menu items | Move                |
| 2 No function          | No function         |
| 3 Enter selection      | Enter selected area |
| 4 Cancel selection     | No function         |
| 5 Color selection      | Enter selected area |
| 6 No function          | No function         |
| 7 No function          | No function         |
| 8 No function          | No function         |
| 9 No function          | No function         |
| 10 No function         | No function         |

**Note 1:** Press up/down or forward, back, and left or right to move in those directions. Press up/down quickly and hold to rotate forward.

**Note 2:** Hold down B and continue facing forward while moving left or right.

**Note 3:** See pages 74-75 for information on how to use a cell.

## WORLD MAP

- |                     |
|---------------------|
| Move                |
| No function         |
| Enter selected area |
| No function         |
| Enter selected area |
| No function         |
| No function         |
| No function         |
| No function         |
| No function         |

## The Object of your Quest

*Shining Armory Ark* is a fantasy role-playing game set in a three-dimensional world for you to explore with your loyal band of companions. Delve into a realm of mysterious monsters and unravel mysteries profound in your efforts to recover a magical artifact of life-giving power. The true nature of the quest will be revealed as you gather more gold enough to pass over through the lands of each day, each day, and more, Sulfur, a land of the adventure at hand begins in the dark mines of the Desert Mountains, where you must seek out and defeat the Red, or infamous, Linn, who is the king.

## An Errant Knight's Progress

As you travel through the Kingdom of Enn, you must solve the riddles of endless time, overcome the mysterious obstacles and labyrinths that stand in your way, and engage four monstrous combat. At the end of each day, you will battle encounter your company of adventures, collect Gold and Experience, and use the Gold to buy items of the various shops located throughout Enn, while Experience is needed to advance levels and gain strength. Collecting Gold and Experience will be a rewarding game adventure. When confronted with a seemingly unbeatable monster, you must find a way to defeat it and seek out some weaker opponents, gain Experience and increase your strength. When the time comes to fight again, take care: there are no enemies or obstacles left in your way. Overcome by a well-equipped group of high-level characters.



## Game modes

Whether it be searching the wilderness for drinkable water, or visiting with friendly townsfolk in an isolated village, most of your adventure will be spent in the 3D Motion screen environment. Within the 3D Motion screen type, there are several minor types of modes.

### Search mode

This other mode is it's own, your surroundings as you move through the wilderness and the waters of Earth. In Search mode, press:

**Button A** to call up the Main Options menu (see page 38-42 for details on the options available.)

**Button C** to Check areas for clues and secret treasure caches. (Can also be used to call up the Main Options menu when you are not facing a searchable area.)

**Button X** to look to the left and right.

**Button Y** to look up and down (Wind knows what might be hiding just out of sight.)

**D-Button** up, hold, and hold to push forward at high speed, letting you run down long hills or crash through low-hanging branches. (A burst of light appears on screen when you crash.)

**Button B** to continue flying forward while moving to the left or right.

**Start** to call up the item map which you'll use to view your inventory.

### Options mode

Options mode allows you to use items and magic, check the status of party members, and reconfigure several aspects of gameplay. See the section beginning on page 38 for full details of Options mode menu and functions.

### Battle mode

When your enemies monsters, the game automatically shifts into Battle mode and the Battle Options screen appears. If you succeed in a battle you gain both Gold and Experience, as well as treasure. See the section beginning on page 60 for information on Battle mode.

### Factfinding mode

Not all of your adventure will be spent in knowledge-drenched areas — you must interact with townsfolk and other characters you meet in order to gather clues and you have items to aid you in your quest. Move about towns and buildings just as in the Search mode, and be sure to check all areas thoroughly for hidden treasures. When you meet other characters, press Button C to engage them in conversation — they might have some knowledge of value to you.



## Exploring Dungeons

To unravel the mysteries of the Holy Grail, Arthur and his companions must make their way through swamps, caves, rocky, murky underground forests, frozen mountain passes and haunted ruins. These areas are known as dungeons, and while they hold many dangers for the unwary traveler, they also reward the plucky hero with hidden treasure, lost ancient secrets, and items of magical power. Sharp-eyed adventurers may find traps, levitating pools of water, a hidden underground lake, or release an enchanted spirit from the trunk of an old tree. This may or may not add anything where in a dungeon, so check all suspicious areas thoroughly by pressing Button B. The game will remember that "Those who would find, must seek."



Dungeons, whether above ground or below, are notorious for their twisting passageways, dead ends and tricky paths. As you travel through a dungeon, a map of the areas you have already explored will fill out, allowing you to keep your bearings and plot your course. Press Start when you finish to refer to the new map of the dungeon you are currently exploring. A map of the dungeon you are in appears, with your position and direction marked by a flashing red arrow. While the map is on screen, press the D-button on its down to view the upper or lower sections of a large map, and move left or right to pull up maps of other levels in the same dungeon complex. Press Start again to return to Search mode when you are finished viewing the map.



## Options menus

In Search mode, press Button A to bring up the main Options menu. When the menu appears, press the B-button in any direction to highlight a menu item, and Button A to choose it. Press Button B to cancel, or move back and stop in the selection process.

### Main Options menu

#### 1 Check

Examine the area in front of you, as well as pressing Button C in Search mode.

#### 2 Magic

To use magic spells, bringing up the Magic Upage screen (see page 70).

#### 3 Possessions

To use items in your possession, bringing up the Possessions submenu (see page 40).

#### 4 Tactics

To set 4 different battle orders and change possible combinations.

Bring up the Tactics submenu (see page 42).



## Possessions sub-menu

### 1 Use

To use an item, bring up the Usage screen (see page 46).

### 2 Give

To lend an item from one character to another. Brings up the Transfer screen (see page 46).

### 3 Equip

To put on or take off items that can be worn. Brings up the Usage screen (see page 46).

### 4 Discard

To drop an Unneeded item. Brings up the Usage screen (see page 46).

## Tactics sub-menu

### 1 Lead Team

To check the status of any member of your party. Brings up the Party Status screen (see page 48).

### 2 Reserve Team

To set up an inactive character into the main party. Brings up the Substition screen (see page 48).

### 3 Commands

Select this to set character controls to manual or automatic. Brings up the Command screen (see page 50).

### 4 Customize

To change several aspects affecting gameplay. Brings up the System Config screen (see page 50).

## Game screens

Several of the options menus call up a selection screen, letting you make decisions regarding the magic or items you want to use, view character status, or change gameplay features. Press the D Button in any direction to move the highlighter around the screen. Press Button A or B to select a highlighted character or item. Press Button X to cancel a selection or go back one step in the selection process.



### Party Status screen

When you select the Lead Team icon from the Tactics sub-menu, the Party Status screen appears. This screen displays the basic statistics for all the characters in your party, and allows you to select a character and view their full statistics in the Individual Status screen. For further information on the statistics shown, refer to the Individual Status screen item descriptions on page 50.

### Individual Status screen

This screen displays a full listing of all of a character's statistics, items and magic. The Individual Status screen displays the following information:

- HP** The current and maximum number of Hit Points.
- MP** The current and maximum number of Magic Points.
- EXP** The number of Experience points the character has acquired.
- ATT** The Attack rating for the character when using hand-held weapons.
- DEF** The Defence rating for the character against physical attacks.

- AGI** The Agility or speed rating for the character.
- CRT** The character's Critical rating. This determines how frequently the character will be able to execute *Power Attacks*.\*
- TEQ** The character's Technique rating. This determines the number and type of *Power Attacks*.\* the character can use in battle (see page 32).
- LCK** The character's Luck rating. This affects the character's chances of dodging an attack, and ability to dodge enemy attacks.
- MD** The Magic Defence rating for the character against enemy spells.
- BD** The Breath Defence rating for the character against breath attacks.





The Individual Status screen also displays all the items carried by the character, and all the magic spells the character knows. Highlight an item or spell to view a brief description in the text window and screen. Press Button B to return to the Party Status screen.

\* For more information on Magic Points, see the Using Magic screen on page 70.

\* \* For details on Power Attacks, see the Using Battle screen on page 72.

### Substitution screen

When you select **Reserve Team** from the Tactics sub-menu, the Substitution screen appears. You can only have four active characters in your party at any time, so when you have assembled a party of more than four members, you may wish to change the status of a character. First select the inactive character you want to replace, then select the reserve team member you want to activate. Of the characters, only Arthur cannot be replaced.

### Command screen

The Command screen appears when you select **Commands** from the Tactics sub-menu. This screen allows you to set the routine for any character (except Arthur) to **Manual** (to let you control the character's actions) or **Auto** (to have the CPU control the character). Press the D Button (left or right) to switch Command types for highlighted character.

### System Config screen

The System Config screen appears when you select **Customize** from the Tactics sub-menu. In this screen, you can adjust certain features of gameplay as follows:

#### Message Speed

Select the speed at which message windows appear: **Slow**, **Normal**, **Fast**, or **Turbo**.

#### Window Type

Select the message window appearance: **Simple**, **Semi-transparent**, or **Transparent**.

#### Window Colour

Customize the message window appearance by adjusting red, green and blue colour levels.

#### Frame Colour

Customize the colour of the message window frame.

#### Sound Mode

Select **Mono** or **Stereo** for the game system output.



## Doing Battle

When you encounter monsters while exploring, pressing the **B** button automatically enters Battle mode, and the main Battle Options menu appears onscreen. Battles in *Shining the Holy Ark* take place in rounds. The participants are in battle in order determined by their individual Agility ratings (higher characters move first). The battle continues until all the members in one of your parties are exhausted (no HP Points remaining), or have fled. Before every round, you immediately view active party member change character controls, split-screen away. While one battle is on for each active member of your party. (For information on the battle screen, see the Battle Options menu section on pages 64-65.)

The key to success in battle is knowing your opponents' skills, and your own. Keep track of things like your current HP and Magic Points, how much damage various attacks and magic do, and how much damage different types of monsters can take (if you've faced their kind before). Use what you know to figure the best course of action before every round.

The main three members of your party (Arthur, Rodi, and Melody) do not die. If their HP Points fall to zero in a battle, putting one out of commission until the end of the fight. Once the battle ends, the fallen member's HP Points are restored to one, and the character is able to use magic and evgaags in battle. However, odd job party members do not revive automatically after they lose all their HP Points. They can only be brought back from the brink by spell's, special items, or priestly intervention (see page 95).

When the battle is over, you will either reap the rewards of Gold and Experience for your battered party, will be magically transported to the place of refuge nearest the point where you entered the dungeon.

## Battle menus

The Battle Options menu appears automatically when a monster appears, and before every round of a battle. Select ideas from the Battle Options as with the main Options menu (see page 58).

### Battle Options menu

#### 1 Battle

To stand on your Gmags up the Battle sub-menu (see pages 66-68).

#### 2 Substitute

Immediately by selecting **Reserve Team** from the Tactics sub-menu. Brings up the Substitute screen (see page 54), allowing you to switch active and inactive party members.

#### 3 Command

To set the battle for inactive party members. Brings up the Command screen (see page 56).

#### 4 Retreat

Immediately when confronted with an enemy, pressing too. But be warned, some battles can't be avoided and you won't be able to Retreat.



## Battle sub-menu

When you decide to give battle to your monsters, the battle sub-menu appears, allowing you to select one command for each active party member based on your party's status. Selecting an icon in the main Options menu (see page 38), The Battle sub-menu reappears for each active member of your party's turn. Press **Return** to cancel a selection, or back up one step in the selection process.

### 1 Fight

To engage your opponent in hand-to-hand combat.

### 2 Use magic

To use one of the character's spells. Brings up a list of the spells that character can use, with the Magic Points needed to use them.

### 3 Use item

To use one of the character's items. Brings up a list of the items the character is carrying. Usable items appear as large icons.

### 4 Defend

To have the character conserve its hit points for a round. Defend reduces the amount of damage the character takes from attacks for that round.



## Using Magic

Many of the characters in *Saving the Holy Ark* have the ability to use magic. Some spells can only be used in battle; others can be used at any time, but all spells require Magic Points, known as MP, which magicking characters's current and maximum MP levels. In order to avoid running out of Magic Points at a critical moment:

- 1 Magicking characters learn new magic as they gain levels of experience. Most spells come in different levels of effectiveness, beginning at level 1 when the spell is first learned, and increasing up to a maximum level of 4 as the character gains experience. Higher (larger) spells use more Magic Points, but also have stronger effects. You can select the level you want to use for a spell (if it is higher than level 1) by pressing the **D-Bumper** while it is lit; when the highlight is added, it will go to the level indicator in the Magic Usage screen.



## Power Attacks

- 1 Characters are sometimes able to execute special Power Attacks during their defined turns. The type, frequency and effectiveness of the character's Power Attacks are determined by their individual CRT and TEO ratings. A high CRT rating increases the chance that the character will execute a Power Attack in any given round. And now Power Attacks are scaled to a character's arsenal as his or her TEO rating increases.
- 2 Some Power Attacks do extra damage, either help regenerate Hit Points or stun an opponent. But there is no way of knowing when they will be performed. Think of them as a stroke of good fortune. (I haven't missed out on a single one.)

## Using Pixies

- 1 Due to the influence of some occult power, the wee folk of Eris follow their master in magical steps and lie hidden throughout the kingdom. You can make allies of these tiny beings by discovering and releasing them from their enchanted slumber. Though small in stature, these creatures can become valuable allies in your quest, bringing you luck in battle and helping to find treasures.
- 2 You start the game with no pixie allies, but in the course of your adventure you may uncover them concealed in the unlikelyst of places. Once you have befriended a pixie it will appear as an icon in the bottom right corner of the screen and it will follow along with you wherever you go. There are five types of pixie (Pixies, Fairies, Succubi, Incubi and Leprechauns), each with a different role. As you find more pixies, they will form a party and form groups with other members of the same species.

When a monster first appears, always make sure you know its name and type. The different types of pixies are effective against monsters appearing from different directions, as follows:

TYPE	Can be used against
<b>Pixie</b>	Monsters coming from directly ahead of the group.
<b>Fairy</b>	Monsters with a weak front attack.
<b>Succubus</b>	Monsters appearing from the left of the party.
<b>Incubus</b>	Monsters appearing from the right of the party.
<b>Leprechaun</b>	Monsters coming up from the ground.

\* When monsters appear from the left or right of the party, you can make allies of one of the appropriate pixie types against them. For example, if a Zombie appears from the left, make two Hired Boogies appear up from the ground, you could use either the Succubus or Leprechaun.



There is nine (or group of pikas) in battle, but select the icon of the pika type you want to use by pressing Button L or R. The highlighted icon will flash indicating that it is the active pika type. Whenever multiple first opponents press Button C to send the active pika(s) out to attack. If your timing is good and the right pikas are activated, they will charge into battle before you and deal an unanswered first blow to your foes. The more pikas there are in a group, the higher the damage that attack does. And you will find that not only are they fighting your enemies, but pikas also help you by increasing the EXP you gain and by increasing additional Gold when the battle is done.

Seek out the hidden pikas—they will aid you in your quest!



## Rest and Refuge: Churches and Towns

As you make your way through Franch from time to time you will come across a small village or bustling town. These are important stops for benevolent adventurers to gather new clues, replenish depleted supplies, rest their aching bodies, and make records of their adventures. When you enter a town, you can move about just as you would in a standard environment in Search mode (see page 30). However, there is no other map available in towns. One of the most important functions of towns is as sources of information. Be sure to talk yourself or the citizens of every town you visit—they can provide you with the clues you need to solve many of the riddles that stand in your way. Press Button C to Talk when there is a person in front of you. And be sure to search great towns by pressing Button C to check while you move the streets and buildings, where you can find the only places with hidden treasure.

## Inns and Pubs

Every town, no matter how small, has an establishment where wayfarers can get a hot meal or cold drink and lodging for the night. When you enter an inn or pub, press the D-Button (left or right) to approach the various customers and staff, and Button C to engage them in conversation. After you have made everyone's acquaintance, you may want to stay for the evening. Ring the bell on the counter for service. Press the B-Button (left or right) until the bell is highlighted, then Button C to ring it and get the chambermaid's attention. For a small fee, you can rest off the effects of your adventures. When you awake, your HP and Magic Points will be fully restored.



## Shops

Besides the local tavern, every town has several shops where you can buy the armor, weapons and goods you'll need in your travels, repair damaged equipment, and sell off items you no longer need. When you enter a shop building, you can talk with its customers just like in an inn (see page 82). When you want to make a purchase, highlight a shop item by pressing the D Button (left or right), and Button Z to begin bargaining with the keeper. The Shopping Options icon menu appears.

### Shopping Options menu

Select items from the Shopping Options icon menu in the main Options menu (see page 38).



### 1 Buy

To view the items for sale, display all the items available, their prices, and the number of copies in your inventory.

### 2 Sale items

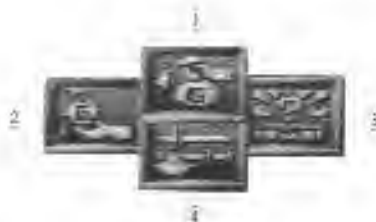
To see the high-quality merchandise, some shops will have rare or unusual items for sale from time to time. The price of some items may be high, but they're above their value in the depths of a gloomy dungeon.

### 3 Repair

To make heavily-damaged items, some items may begin to wear out from the signs of long exploration. They can be repaired for a slight charge. A Usage screen showing all of your items appears, allowing you to select the item you wish to repair.

### 4 Sell

To sell unwanted items back to the shop, bring up a Usage screen listing all the items the character whose item you want to sell and the price.



## The Smithy

Not every town has a blacksmith's shop, but it is an important resource, so you should remember where it is when you find one. The blacksmith is the only main town who can forge items from scratch into magical items, which you might come across in the numerous dungeons along your way. The smith is a commonplace old man, but his skills are known throughout the kingdom, and it's well worth the trip to his shop if you should come across him one day.

## Houses of Worship

The most important and many villages is the church. Most churches are located on the outskirts of towns, marked by a small sign. When you enter a church, you can speak with the parishioners as you would in a shop or inn, then approach the priest. The priest performs several valuable services for his flock. When you approach, the Church Options icon menu appears.



## Church Options menu

Select menu items just as in the main Options menu. See page 38.

### 1 Record

Turn on your progress in the system (or character's memory). See page 92 for a full description.

### 2 Revive

To bring a fallen character back from the afterworld. The priest can revive characters (if Pawns, WU, or Magic Points). There is a fee for this service.

### 3 Cure

To restore a character's condition to "Healthy". This is effective against many types of poisons and other hazardous substances (along with the appropriate Faith). A light donation is requested.

### 4 Change class

To change the class of a character (after reaching a certain level). Different classes possess the characters are able to advance to new classes with the help of the priest. Changing class enables characters to master new magic spells and use new items. This is a no charge service.

## Saving Game Records

When you select Record from the Church Options menu, the Record Options screen appears. Select

**New** to save your progress in the current game into a new data file, or select a previous record to overwrite with the current game state. Remember that each record occupies 65 units of memory. When you opt to create a new record you can specify to record the data into the System memory or into the Backup cartridge (if you are using one). When you record over old data, it is automatically recorded as a game 999 (a relic of the previous record).

